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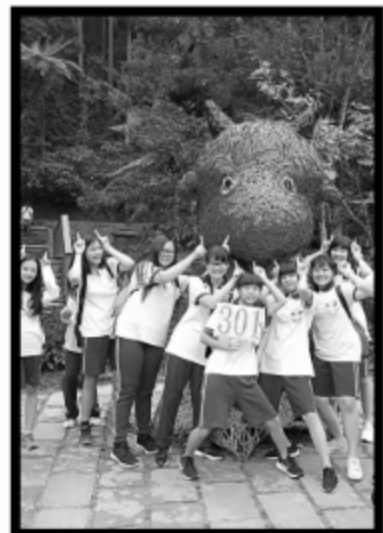
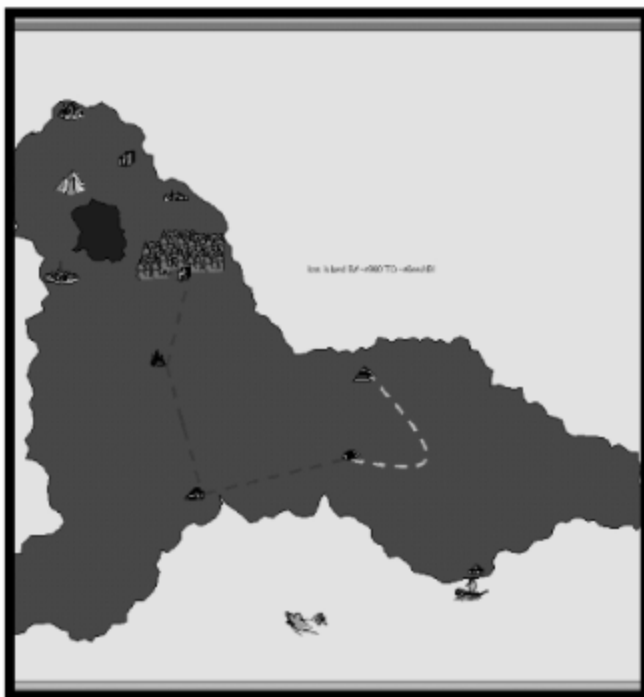
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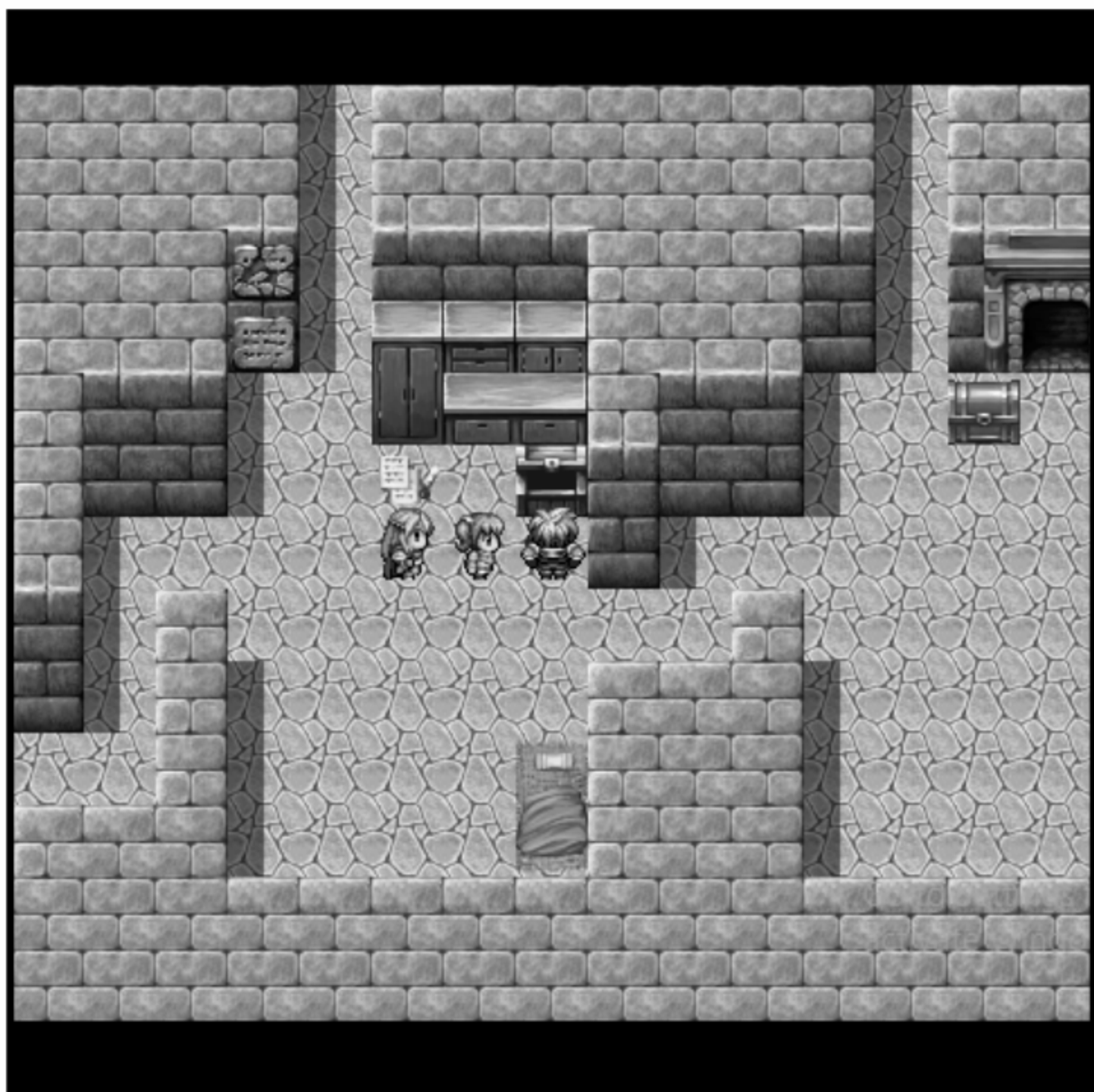
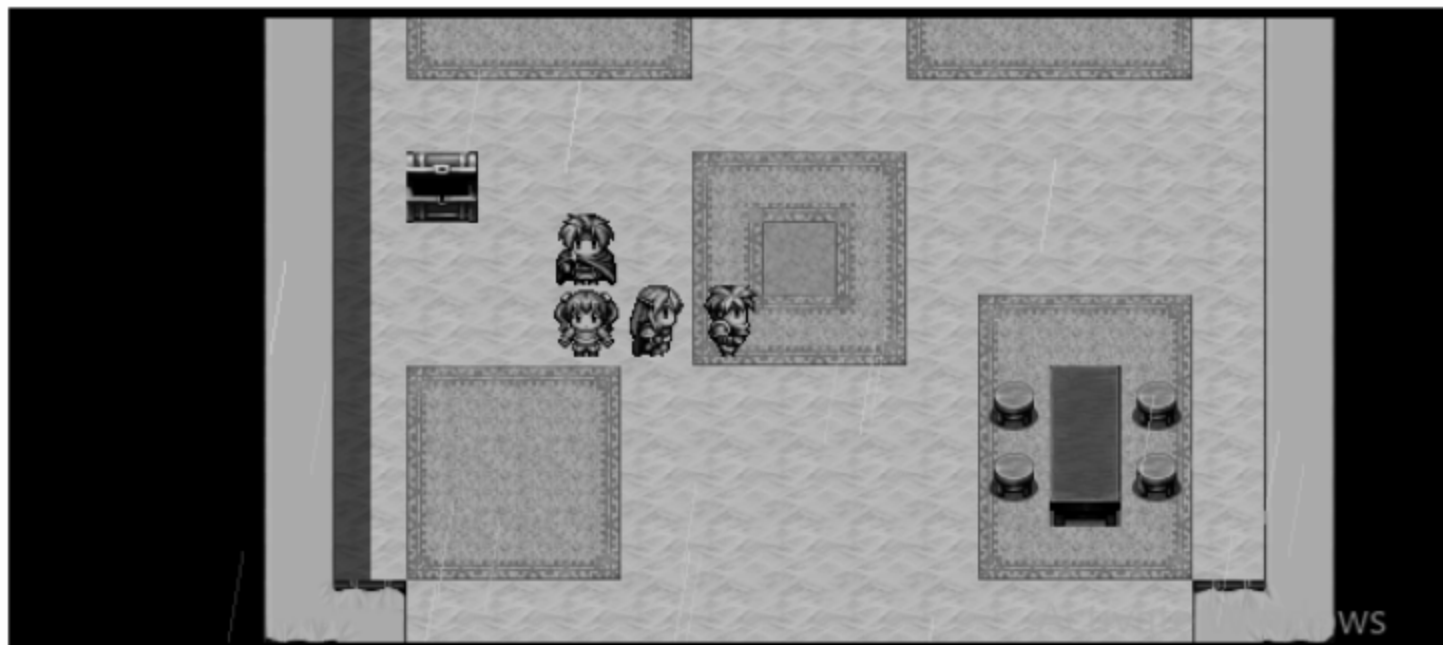
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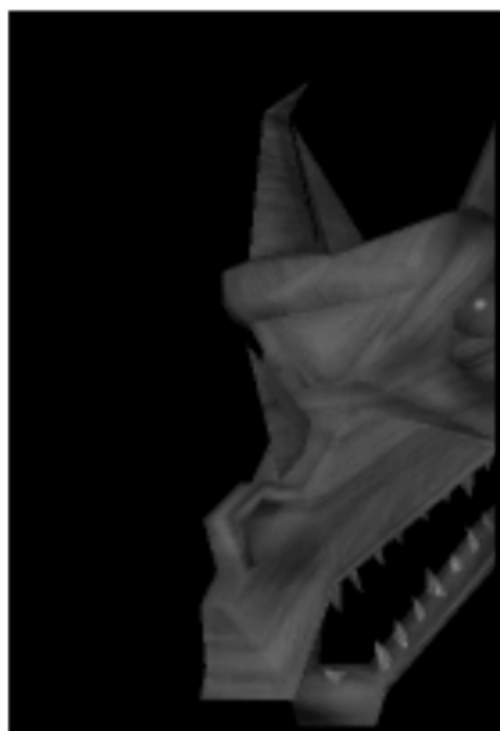
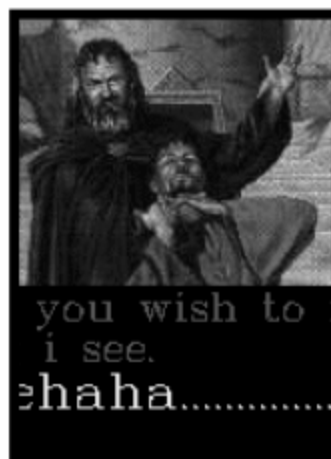




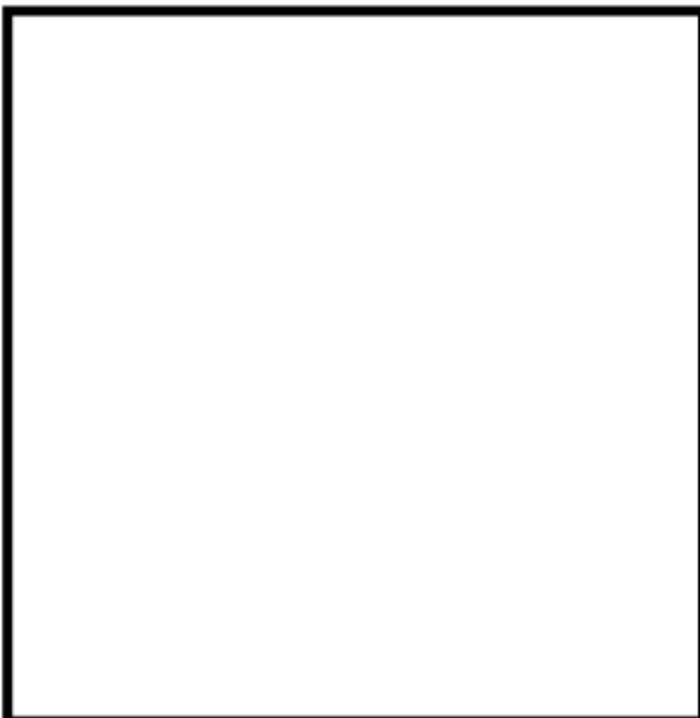
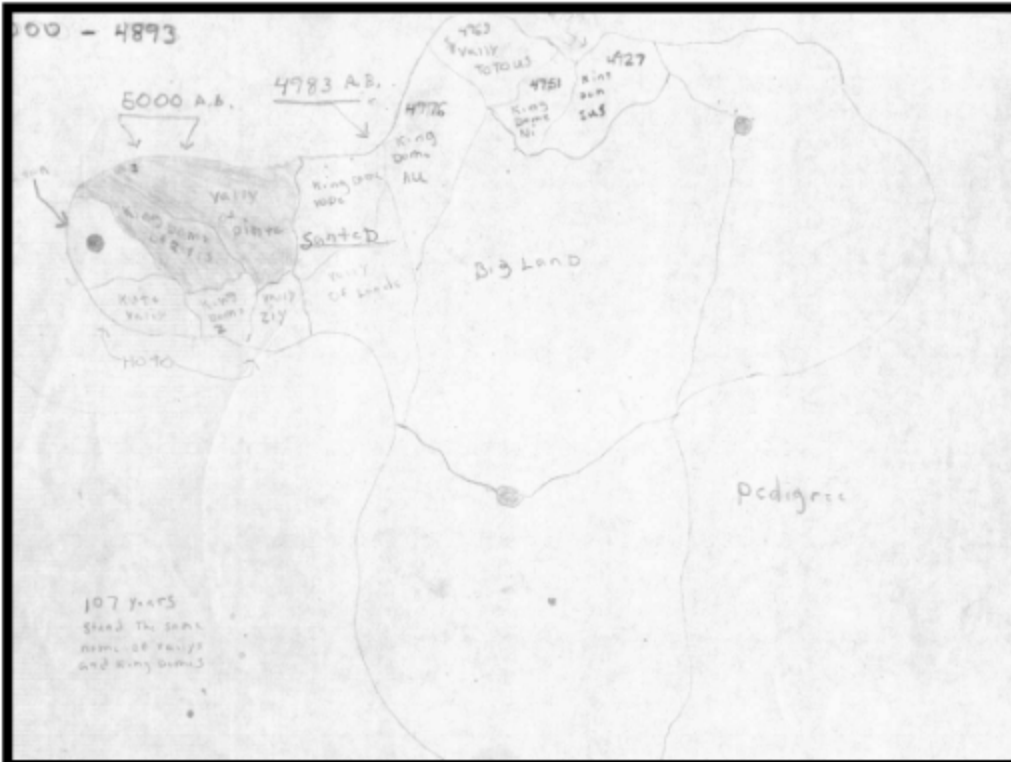
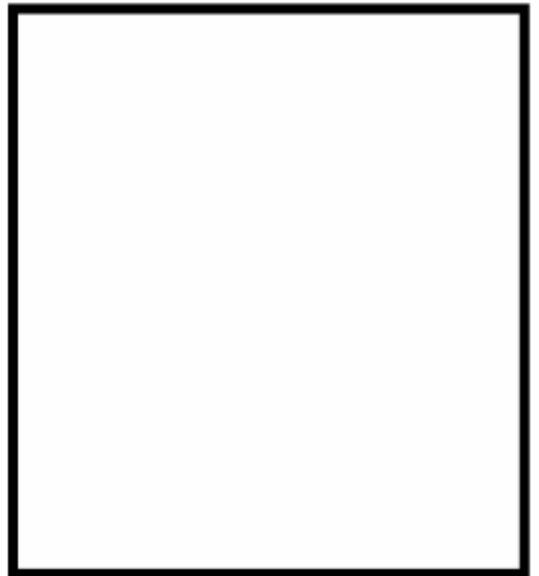




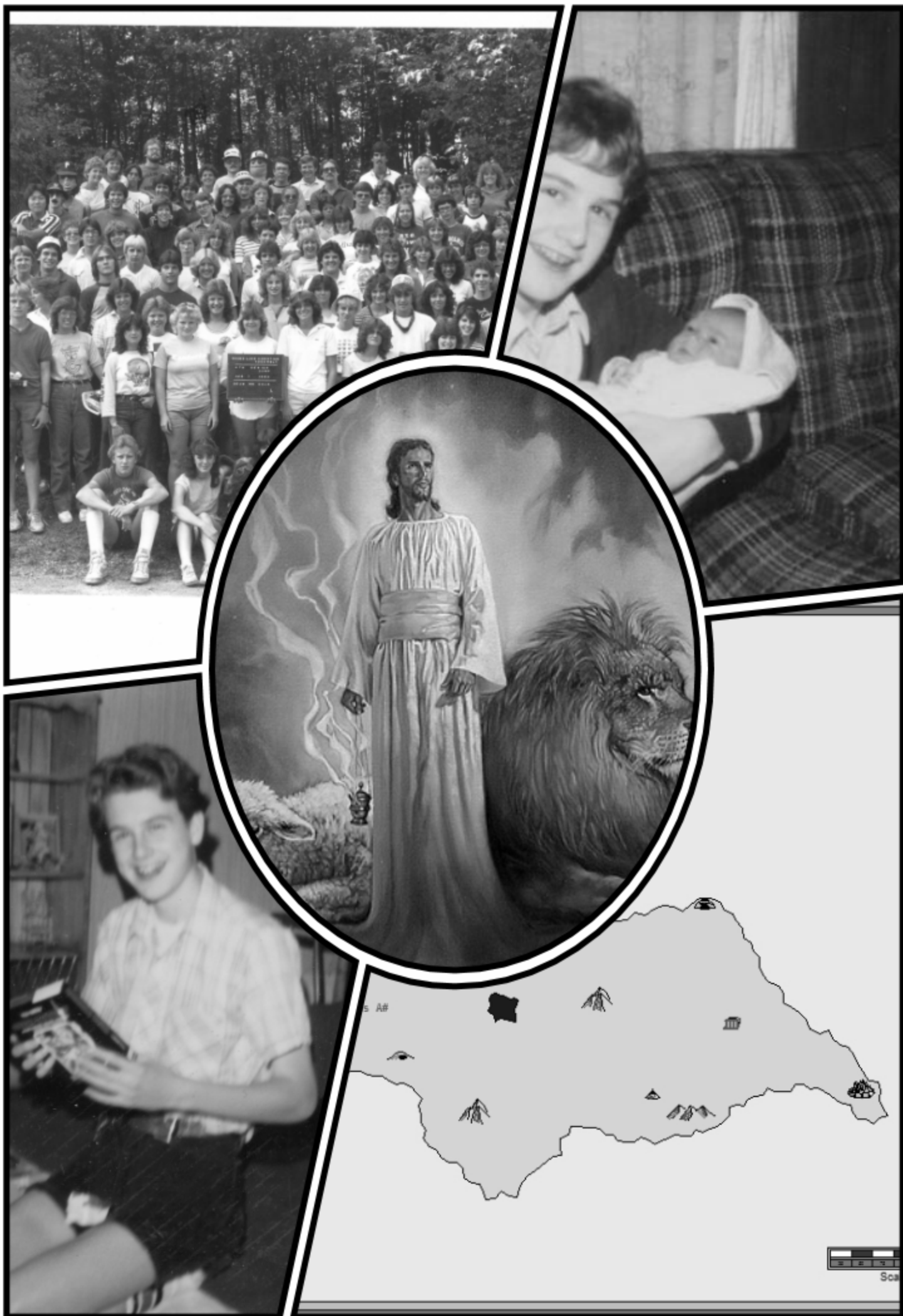


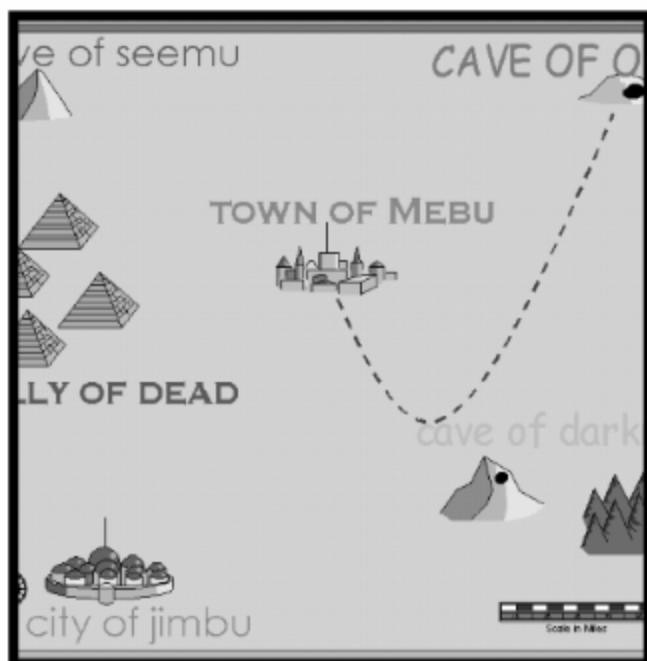
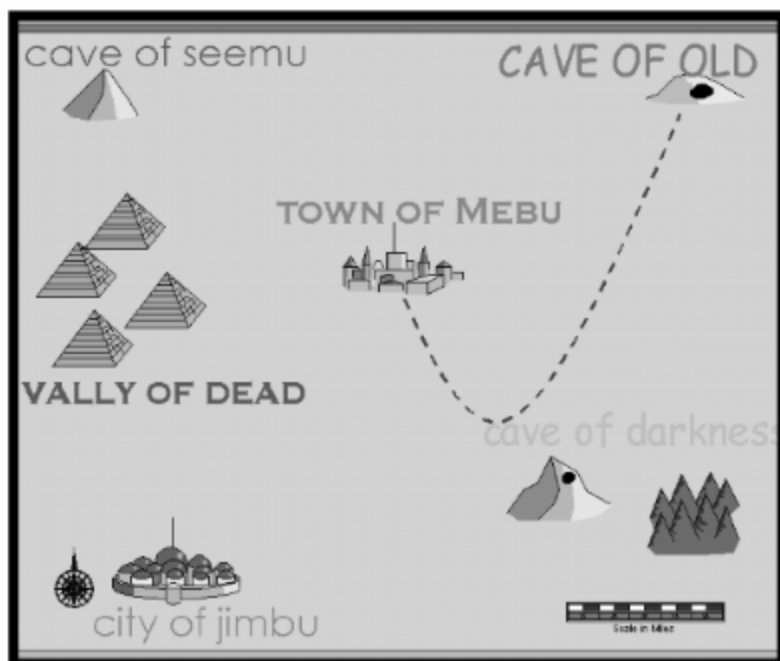














**CLASS TABLE**  
DICE ROLL

DICE ROLL	CLASS
3-2	ELVES
3	FIGHTER
4-5	CLERIC
6	DWARF
7-8	HAFLINGS

TO FIND OUT YOUR CLASS YOU ROLL 8 SIDE DICE ONCE, AND LOOK UP ON THE CLASS TABLE.

**PRIME ABILITY TABLES**

**STRENGTH**

STRENGTH	MODIFIER
01-31%	-5 on hits
32%-51%	-3 on hits
52%-66%	-2 on hits
67%-79%	0 on hits
80%-92%	add 2 on hits
93%-00%	add 4 on hits

**INTELLIGENTS**

INTELLIGENTS	MODIFIER
01%	-5
02%-30%	-4
31%-40%	-3
41%-70%	-2
71%-79%	-1
80%-92%	0
93%-00%	+1

**FIND OUT SPELLS**

FIND OUT SPELLS	MODIFIER
01%	-5
02%-30%	-4
31%-40%	-3
41%-70%	-2
71%-79%	-1
80%-92%	0
93%-00%	+1

**TRAPS**

TRAPS	MODIFIER
01%	-5
02%-30%	-4
31%-40%	-3
41%-70%	-2
71%-79%	-1
80%-92%	0
93%-00%	+1

**SECRETDOORS**

SECRETDOORS	MODIFIER
01%	-5
02%-30%	-4
31%-40%	-3
41%-70%	-2
71%-79%	-1
80%-92%	0
93%-00%	+1

**HIT POINTS** are the amount of hits you can take until dead.

**EXAMPLES OF UNDERSTANDING HIT POINTS.**  
say for a character you have a elf at level 1:  
you would start with 4 hit points when you get to level 2 you would add 8 hit points to the amount you would have left from level 1:  
THIS TABLE FOR CHARACTERS FROM LEVEL 1-12

**ELVES**

LEVEL	NAME	EXP	HIT POINTS
1	elf	0	5
2	elf spell fighter	2200	10
3	elf noble fighter	4000	15

**FIGHTER**

LEVEL	NAME	EXP	HIT POINTS
1	fighter	0	10
2	hero	2200	18
3	noble warrior	4400	26

**CLERIC**

LEVEL	NAME	EXP	HIT POINTS
1	spell fighter	0	8
2	acolyte	1200	add 12
3	priest I	1800	add 19

**DWARVES**

LEVEL	NAME	EXP	HIT POINTS
1	dearve fighter	0	8
2	warrior	1100	15
3	dearve warrior	2200	22

**CLASSICAL TABLE**

**1 SPELLS**

**ALL INTELLIGENTS**

under table 1, only one spell  
under table 2, only two spells  
under table 3, only three spells  
under table 4, only four spells all on one 2nd level

**A LEVEL 1 SPELLS**

NAME OF SPELL  
REMOVE FIRE  
REMOVE GOLD  
TIME LOCK  
by one roll

**TABLE B LEVEL 1**

ROLL NAME OF SPELL  
1 REMOVE FIRE  
2-3 REMOVE GOLD  
4 TIME LOCK  
5-6 UP TO YOU  
only two rolls

**C LEVEL 1 SPELLS**

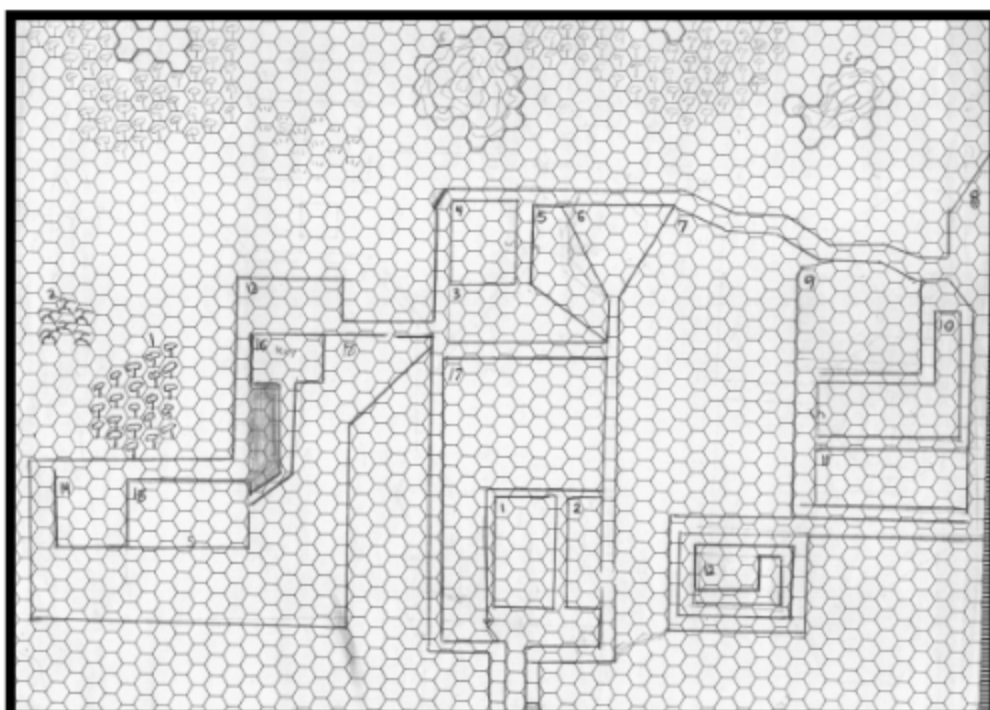
NAME OF SPELL  
SPEAK WITH ANIMALS  
TIME LOCK  
REMOVE FIRE  
REMOVE GOLD  
three rolls

**TABLE D SPELLS LEVEL 1**

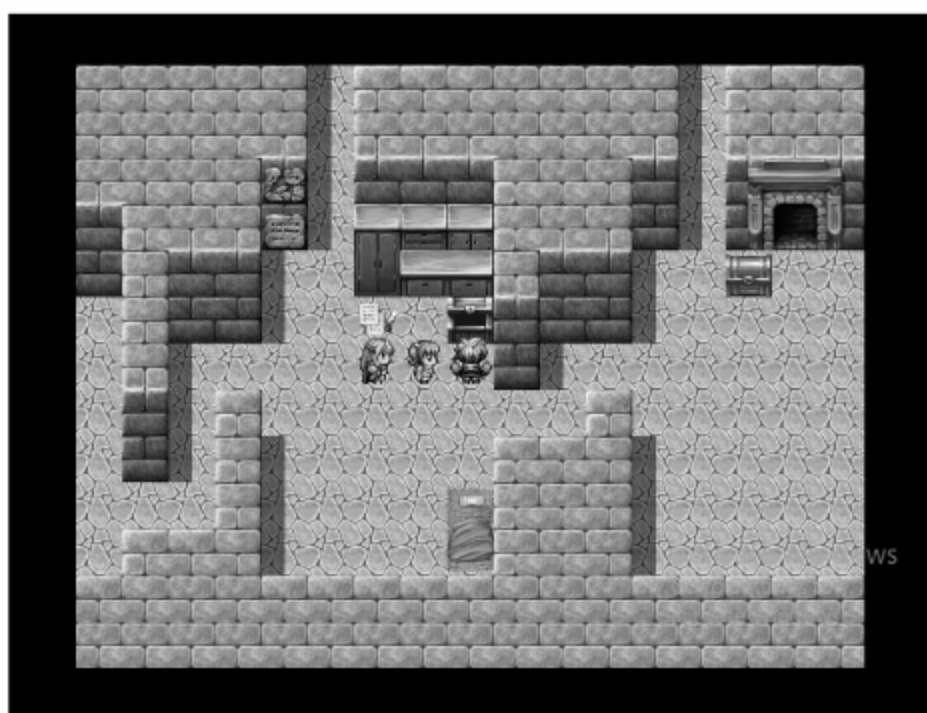
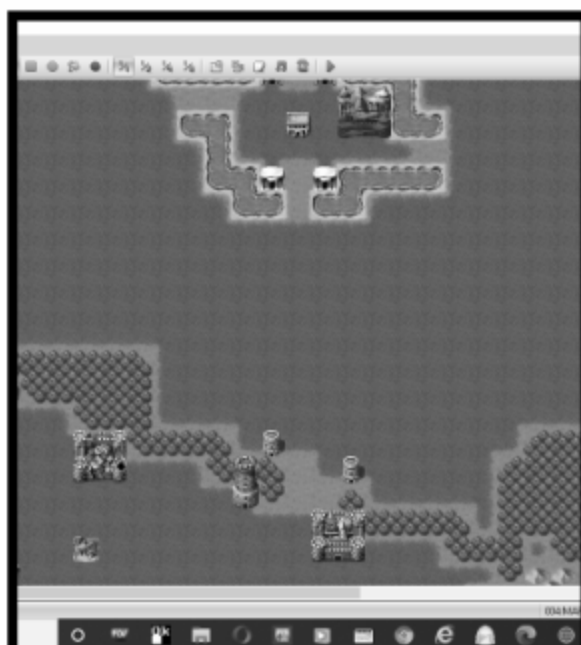
ROLL NAME OF SPELL  
1 REMOVE FIRE  
2-3 REMOVE GOLD  
4 SPEAK WITH ANIMALS  
5-6 UP TO YOU  
only one roll

**TABLE E LEVEL 1 SPELLS**

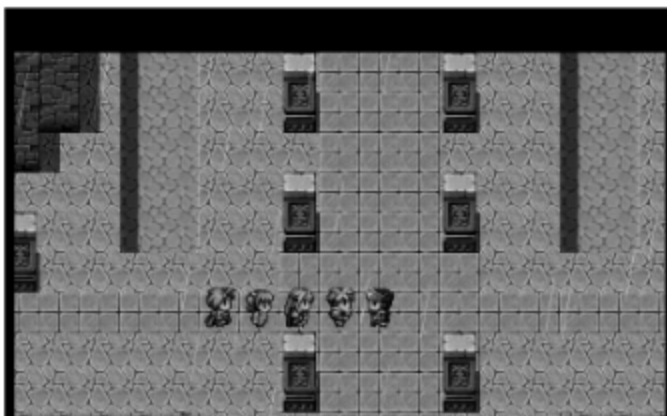
ROLL NAME OF SPELL  
1 REMOVE GOLD  
2-3 REMOVE FIRE  
4 TIME LOCK  
5-6 SPEAK WITH ANIMALS  
7-8 UP TO YOU  
only four rolls



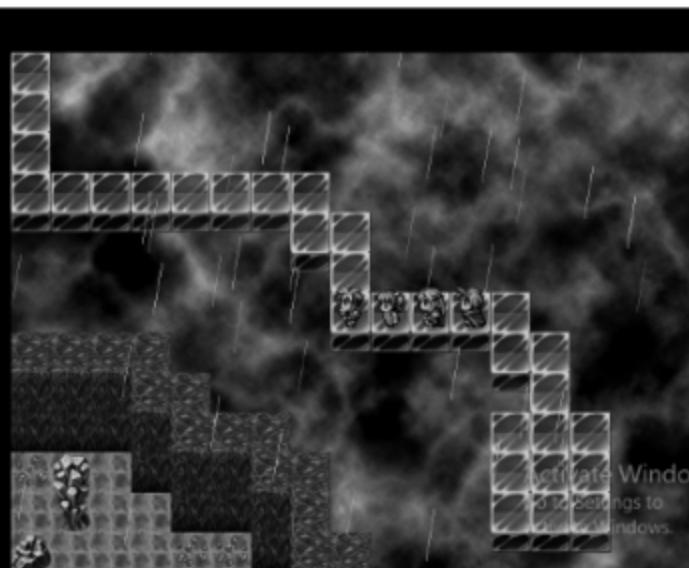




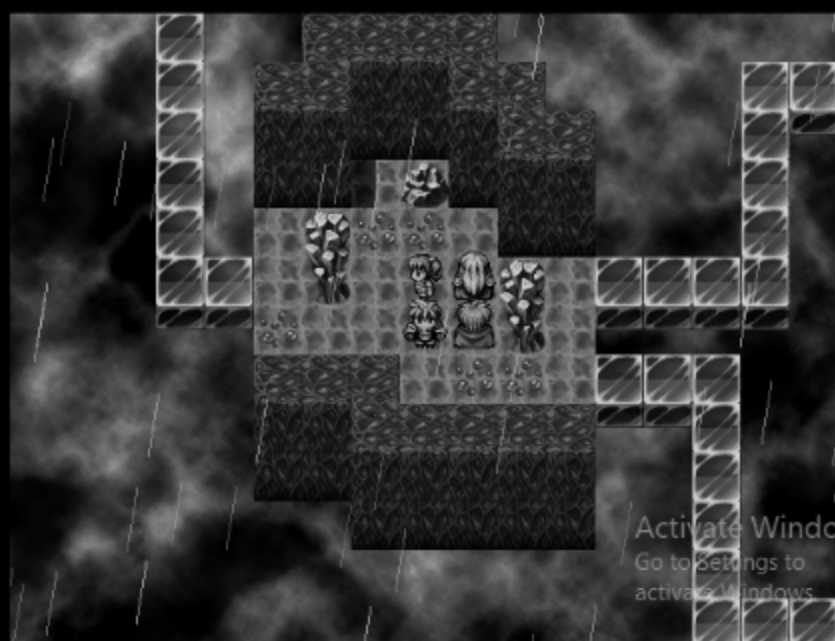




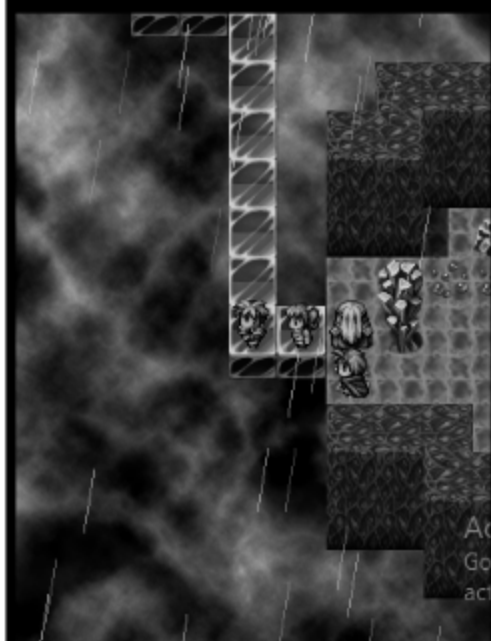
Liagris Cabinet-an intricately designed cabinet with many small drawers and doors.it is said that secrets remaind traped in the eladorate cabinet.



Activate Windows  
Go to Settings to activate Windows.



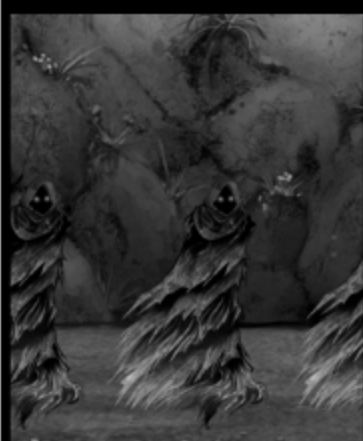
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Activate Windows  
Go to Settings to activate Windows.



ord was found!



HP	496	MP	41	TP	12
HP	429	MP	71	TP	20
HP	442	MP	95	TP	27



merged!

Activate Windows  
Go to Settings to activate Windows.

